

Escutcheon



Heraldry: Gules bordure argent

Motto: *For God and St. George*

SIR CLARION

Age: 21

Culture: Cymric

Religion: Christian

Homeland: Rydychan

Distinctive Features: Strong jaw, haughty expression

Family Characteristic: Well-Bred



You are a knight of Logres, distantly related to the legendary Duke Vortimer. You wish nothing more than to prove yourself worthy of his heritage, and to see Britain united behind a High King once again. For now, you wander the land, searching for a worthy lord to whom you may pledge your trust and your sword.

This year, you fight under the banner of King Leodegrance of Cameliant—an honorable and just king.

Pick this knight if: You want to play a knight who personifies the ideals of their class, and who will eagerly take up the tenets of Chivalry.

Sir Clarion



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT

YEAR

BORN

489

SQUIRED

503

KNIGHTED

508

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE

AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
14	12	14	15	10
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	15	6D6	
Dagger	Brawling	10	2D6+5	
Arming Sword	Sword	15	5D6	
Spear (4)	Spear	9	5D6	
Mace	Hafted	10	5D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	29	Movement	18	
Knockdown	14	Armor Points	10+6	
Major Wound	15	Current Glory	2,205	
Unconscious	7	Healing Rate	3	

Sir Clarion

Lord:

Class: Mercenary Knight

Skills

- Awareness.....5
- Chirurgery.....0
- Compose.....5
- Courtesy.....11
- Dancing.....5
- Falconry.....10
- Fashion.....0
- First Aid.....7
- Flirting.....5
- Folklore.....5
- Gaming.....5
- Hunting.....5
- Intrigue.....5
- Literacy.....0
- Orate.....5
- Play (Instrument).....5
- Recognize.....8
- Religion (any).....5
- Sing.....5
- Stewardship.....5

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....10
- Charge.....15
- Crossbow.....0
- Hafted.....10
- Two-Handed Hafted.....5
- Horsemanship.....15
- Spear.....9
- Sword.....15
- Thrown Weapon.....0

Traits

- CHASTE | LUSTFUL
- ENERGETIC | LAZY
- FORGIVING | VENGEFUL
- GENEROUS | SELFISH
- HONEST | DECEITFUL
- JUST | ARBITRARY
- MERCIFUL | CRUEL
- MODEST | PROUD
- PRUDENT | RECKLESS
- SPIRITUAL | WORLDLY
- TEMPERATE | INDULGENT
- TRUSTING | SUSPICIOUS
- VALOROUS | COWARDLY

HP & Wounds

CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Rouncy & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32	JOUSTING SCORE	
HP	55	CON	15	WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Lance, 4 Spears, Mace, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Engraved Ring: gold, worth £2)

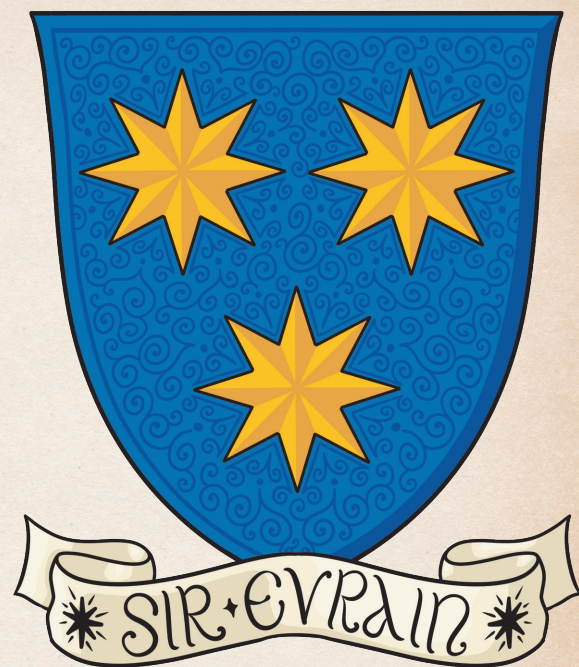
Passions

- Honor.....15
- Fealty (King Leodegrance).....15
- Love (Family).....10
- Devotion (God).....5
- Station.....15
- Hospitality.....10
- Chivalry.....5

Squire

NAME	
AGE	14
SKILL	
SESSION GLORY	

Escutcheon



Heraldry: Azure, three mullets of 8 or

Motto: *By the stars' guiding light*

SIR EVRAIN

Age: 24

Culture: Cymric

Religion: Pagan

Hometown: Escavalon

Distinctive Features: Broad shoulders, kind eyes, smooth complexion

Family Characteristic: Seductive



Up until just over a year ago, you were a loyal household knight of King Nanteleod of Escavalon. All that changed at the Battle of Netley Marsh, where the Saxons won a crushing victory and your lord was cut down. You barely escaped with your life.

Since then, you have earned your keep through selling your sword, leaving a trail of broken hearts along the way. Last year, however, while on a visit to Londinium, you caught sight of the most radiant beauty you have ever beheld: Lady Morcades of the White Tower. On the spot, you silently vowed that you would accomplish great deeds in her name.

As a mercenary, you find yourself fighting this year under the banner of King Leodegrance of Cameliard. The king's announcement that he would be entering the New Year's Tournament has filled you with hope that you will see your sweet Morcades again soon!

Pick this knight if: You want to play a knight as interested in romance as he is in swordplay, with the interpersonal Skills and Appeal to back it up.

Sir Evrain



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT

YEAR

BORN

486

SQUIRED

500

KNIGHTED

507

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE

AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
11	13	10	15	15
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	15	6D6	
Dagger	Brawling	10	2D6+4	
Arming Sword	Sword	15	4D6	
Spear (4)	Spear	10	4D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	26	Movement	17	
Knockdown	11	Armor Points	10+6	
Major Wound	15	Current Glory	2,075	
Unconscious	7	Healing Rate	3	

Sir Evrain

Lord:

Class: Mercenary Knight

Skills

- | | |
|---|--|
| <input type="checkbox"/> Awareness.....8 | <input type="checkbox"/> Gaming.....8 |
| <input type="checkbox"/> Chirurgery.....0 | <input type="checkbox"/> Hunting.....5 |
| <input type="checkbox"/> Compose.....5 | <input type="checkbox"/> Intrigue.....10 |
| <input type="checkbox"/> Courtesy.....13 | <input type="checkbox"/> Literacy.....0 |
| <input type="checkbox"/> Dancing.....7 | <input type="checkbox"/> Orate.....10 |
| <input type="checkbox"/> Falconry.....5 | <input type="checkbox"/> Play (Instrument).....8 |
| <input type="checkbox"/> Fashion.....0 | <input type="checkbox"/> Recognize.....8 |
| <input type="checkbox"/> First Aid.....6 | <input type="checkbox"/> Religion (any).....5 |
| <input type="checkbox"/> Flirting.....13 | <input type="checkbox"/> Sing.....7 |
| <input type="checkbox"/> Folklore.....10 | <input type="checkbox"/> Stewardship.....5 |

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....10
- Charge.....15
- Crossbow.....0
- Hafted.....7
- Two-Handed Hafted.....6
- Horsemanship.....15
- Spear.....10
- Sword.....15
- Thrown Weapon.....0

Traits

<input type="checkbox"/> 4 CHASTE	<input type="checkbox"/> 16 LUSTFUL
<input type="checkbox"/> 16 ENERGETIC	<input type="checkbox"/> 4 LAZY
<input type="checkbox"/> 10 FORGIVING	<input type="checkbox"/> 10 VENGEFUL
<input type="checkbox"/> 15 GENEROUS	<input type="checkbox"/> 5 SELFISH
<input type="checkbox"/> 13 HONEST	<input type="checkbox"/> 7 DECEITFUL
<input type="checkbox"/> 10 JUST	<input type="checkbox"/> 10 ARBITRARY
<input type="checkbox"/> 10 MERCIFUL	<input type="checkbox"/> 10 CRUEL
<input type="checkbox"/> 7 MODEST	<input type="checkbox"/> 13 PROUD
<input type="checkbox"/> 8 PRUDENT	<input type="checkbox"/> 12 RECKLESS
<input type="checkbox"/> 13 SPIRITUAL	<input type="checkbox"/> 7 WORLDLY
<input type="checkbox"/> 10 TEMPERATE	<input type="checkbox"/> 10 INDULGENT
<input type="checkbox"/> 10 TRUSTING	<input type="checkbox"/> 10 SUSPICIOUS
<input type="checkbox"/> 15 VALOROUS	<input type="checkbox"/> 5 COWARDLY

HP & Wounds

CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Rouncy & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32	JOUSTING SCORE	
HP	55	CON	15	WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Lance, 4 Spears, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 180 denarii

Passions

- Honor.....15
- Fealty (King Leodegrance).....10
- Love (Family).....10
- Adoration (Lady Morcades of the White Tower).....10
- Devotion (Blodeuwedd).....5
- Station.....10
- Hospitality.....15

Squire

NAME	
AGE	14
SKILL	
SESSION GLORY	

Escutcheon



Heraldry: Party per pale, or in dexter, argent in sinister; an eagle countercharged

Motto: *Vengeance*

DAME LYNELLE

Age: 21

Culture: Irish

Religion: Christian

Hometown: Estregales

Distinctive Features: Golden blonde hair, sparkling eyes

Family Characteristic: Literate



You are from the Irish kingdom of Estregales, situated in the west of Cambria. You were raised a proper lady, daughter of a banneret and destined for marriage to a great lord.

All that changed when your parents and siblings perished at the hands of Pictish raiders from the north. With your father's faithful esquire, Booth, you escaped and swore revenge. You have spent the last several years training under Booth's expert guidance in the hills of Cambria. As far as anyone knows, you died along with your family. Now, your training complete, you have taken up the guise of your father's arms and armor to seek your fortune...and vengeance against those who wronged you. Your education in the art of war has proven bloody and painful, but you are a fast learner and can hold your own in battle.

Although you bear the arms of a knight, you are not yet formally knighted. You have thus far been able to move amongst the warrior-brotherhood by concealing your true identity, a lie which has forced you to keep constantly on the move. Your dearest wish is to be formally knighted, so that you need no longer live a lie.

Pick this knight if: You wish to play a knight with an unusual set of Skills, a dramatic backstory, and deep secrets yet to reveal.

Dame Lynelle



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT YEAR

BORN 489

SQUIRED 505

KNIGHTED

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
10	12	11	19	14
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	15	6D6	
Dagger	Brawling	10	2D6+4	
Arming Sword	Sword	15	4D6	
Spear (4)	Spear	9	4D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	28	Movement	17	
Knockdown	10	Armor Points	12+6	
Major Wound	19	Current Glory	975 [†]	
Unconscious	7	Healing Rate	3	

Dame Lynelle

Lord:

Class: Mercenary Knight

Skills

- | | |
|---|--|
| <input type="checkbox"/> Awareness.....8 | <input type="checkbox"/> Gaming.....5 |
| <input type="checkbox"/> Chirurgery.....0 | <input type="checkbox"/> Hunting.....5 |
| <input type="checkbox"/> Compose.....5 | <input type="checkbox"/> Intrigue.....9 |
| <input type="checkbox"/> Courtesy.....10 | <input type="checkbox"/> Literacy.....3 |
| <input type="checkbox"/> Dancing.....6 | <input type="checkbox"/> Orate.....9 |
| <input type="checkbox"/> Falconry.....5 | <input type="checkbox"/> Play (Instrument).....6 |
| <input type="checkbox"/> Fashion.....0 | <input type="checkbox"/> Recognize.....8 |
| <input type="checkbox"/> First Aid.....9 | <input type="checkbox"/> Religion (any).....5 |
| <input type="checkbox"/> Flirting.....9 | <input type="checkbox"/> Sing.....8 |
| <input type="checkbox"/> Folklore.....12 | <input type="checkbox"/> Stewardship.....5 |

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....10
- Charge.....15
- Crossbow.....0
- Hafted.....6
- Two-Handed Hafted.....9
- Horsemanship.....15
- Spear.....9
- Sword.....15
- Thrown Weapon.....0

Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Coursers & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32		
HP	55	CON	15		
				WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Lance, 4 Spears, Dagger

Armor: Advanced mail hauberk, aketon, advanced nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

[†] Note that your "starting" Glory represents your inherited Glory from your father, and only applies to those who know of your true heritage. To all others, your Glory is functionally zero until you begin earning some on your own! Once your past becomes public knowledge, you may add your inherited Glory to your total.

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii

Traits

15	<input type="checkbox"/> CHASTE	<input type="checkbox"/> LUSTFUL	5
10	<input type="checkbox"/> ENERGETIC	<input type="checkbox"/> LAZY	10
4	<input type="checkbox"/> FORGIVING	<input type="checkbox"/> VENGEFUL	16
10	<input type="checkbox"/> GENEROUS	<input type="checkbox"/> SELFISH	10
6	<input type="checkbox"/> HONEST	<input type="checkbox"/> DECEITFUL	14
10	<input type="checkbox"/> JUST	<input type="checkbox"/> ARBITRARY	10
13	<input type="checkbox"/> MERCIFUL	<input type="checkbox"/> CRUEL	7
13	<input type="checkbox"/> MODEST	<input type="checkbox"/> PROUD	7
10	<input type="checkbox"/> PRUDENT	<input type="checkbox"/> RECKLESS	10
13	<input type="checkbox"/> SPIRITUAL	<input type="checkbox"/> WORLDLY	7
15	<input type="checkbox"/> TEMPERATE	<input type="checkbox"/> INDULGENT	5
10	<input type="checkbox"/> TRUSTING	<input type="checkbox"/> SUSPICIOUS	10
15	<input type="checkbox"/> VALOROUS	<input type="checkbox"/> COWARDLY	5

Passions

- Honor.....15
- Fealty (Lynelle is currently not sworn to any lord).....10
- Love (Family).....10
- Hate (Picts).....15
- Devotion (God).....5
- Station.....15
- Hospitality.....10

Squire

NAME	
AGE	14
SKILL	
SESSION GLORY	

HP & Wounds

CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Escutcheon



Heraldry: Azure, chief gules; a wolf head argent in chief

Motto: *Plaudite, cives*

SIR AVALLOC

Age: 21

Culture: Roman Cymric

Religion: Christian

Hometown: Carlion

Distinctive Features: Flowing hair, braying laugh

Family Characteristic: Silver-Tongued



You were raised in the city of Carlion, inheritor of the ancient traditions of Rome. You serve in the elite unit of the city militia, sworn to protect Carlion's citizenry from the tides of anarchy lapping at its walls. You take your duty seriously, but feel stifled by the strict traditions of your family and peers. Your rebellion takes the form of a constant barrage of jokes and wry observations, calibrated to skewer what you view as the stuffy traditions of court.

Pick this knight if: The idea of playing a wise-cracking, too-smart-for-their-own-good knight appeals to you.

Sir Avalloc



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT

YEAR

BORN

489

SQUIRE

503

KNIGHTED

509

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE

AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
12	12	12	16	11
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	12	6D6	
Dagger	Brawling	10	2D6+4	
Arming Sword	Sword	15	4D6	
Spear (4)	Spear	10	4D6	
Axe	Hafted	10	4D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	28	Movement	17	
Knockdown	12	Armor Points	10+6	
Major Wound	16	Current Glory	2,190	
Unconscious	7	Healing Rate	3	

Sir Avalloc

Lord: Captain of the Carlion Watch **Class: Household Knight**

SKILLS

- | | |
|---|--|
| <input type="checkbox"/> Awareness.....10 | <input type="checkbox"/> Gaming.....5 |
| <input type="checkbox"/> Chirurgery.....0 | <input type="checkbox"/> Hunting.....5 |
| <input type="checkbox"/> Compose.....5 | <input type="checkbox"/> Intrigue.....8 |
| <input type="checkbox"/> Courtesy.....6 | <input type="checkbox"/> Literacy.....3 |
| <input type="checkbox"/> Dancing.....6 | <input type="checkbox"/> Orate.....12 |
| <input type="checkbox"/> Falconry.....5 | <input type="checkbox"/> Play (Instrument).....6 |
| <input type="checkbox"/> Fashion.....0 | <input type="checkbox"/> Recognize.....8 |
| <input type="checkbox"/> First Aid.....6 | <input type="checkbox"/> Religion (any).....5 |
| <input type="checkbox"/> Flirting.....6 | <input type="checkbox"/> Sing.....7 |
| <input type="checkbox"/> Folklore.....6 | <input type="checkbox"/> Stewardship.....5 |

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....10
- Charge.....12
- Crossbow.....0
- Hafted.....10
- Two-Handed Hafted.....6
- Horsemanship.....15
- Spear.....10
- Sword.....15
- Thrown Weapon.....0

HP & Wounds

CURRENT HP

Debilited?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Rouncy & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32		
HP	55	CON	15		
				Jousting Score	
				WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Lance, 4 Spears, Axe, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Equipment:

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Valuable Cloak from Rome: worth £1)

Traits

13	<input type="checkbox"/> CHASTE	<input type="checkbox"/> LUSTFUL	7
10	<input type="checkbox"/> ENERGETIC	<input type="checkbox"/> LAZY	10
13	<input type="checkbox"/> FORGIVING	<input type="checkbox"/> VENGEFUL	7
10	<input type="checkbox"/> GENEROUS	<input type="checkbox"/> SELFISH	10
12	<input type="checkbox"/> HONEST	<input type="checkbox"/> DECEITFUL	8
8	<input type="checkbox"/> JUST	<input type="checkbox"/> ARBITRARY	12
13	<input type="checkbox"/> MERCIFUL	<input type="checkbox"/> CRUEL	7
13	<input type="checkbox"/> MODEST	<input type="checkbox"/> PROUD	7
8	<input type="checkbox"/> PRUDENT	<input type="checkbox"/> RECKLESS	12
13	<input type="checkbox"/> SPIRITUAL	<input type="checkbox"/> WORLDLY	7
4	<input type="checkbox"/> TEMPERATE	<input type="checkbox"/> INDULGENT	16
10	<input type="checkbox"/> TRUSTING	<input type="checkbox"/> SUSPICIOUS	10
15	<input type="checkbox"/> VALOROUS	<input type="checkbox"/> COWARDLY	5

Passions

- Honor.....15
- Homage (Lord).....10
- Love (Family).....10
- Devotion (God).....5
- Station.....15
- Hospitality.....10

Squire

NAME	
AGE	SKILL 14
SESSION GLORY	

Escutcheon



Heraldry: Argent, chief azure; a horse rampant vert; in chief a crescent argent
 Motto: Proof in deeds, not words

DAME TAMURA

Age: 21
 Culture: Alan
 Religion: Pagan
 Homeland: Brittany
 Distinctive Features: Graceful build, green eyes.
 Family Characteristic: Equestrian



You are the granddaughter of a Sarmatian horse archer who came west in the service of the Romans. You have even inherited some of your grandmother's old kit, which your peers say once belonged to an Amazon warrior. That may well be, but you have trained your whole life as a knight in service to Viviane du Lac, the Lady of Brocéliande.

Now newly-knighted, Lady Viviane has sent you to Londinium after hearing the prophecies of Merlin. She says the world is about to change, and thinks you should be there to witness it...

Pick this knight if: You wish to play a knight adept with bow and arrow, or you like a bit of the strange and mystical in your characters.

Dame Tamura



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT YEAR

BORN 489

SQUIRED 503

KNIGHTED 510

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
14	12	14	15	10
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	12	6D6	
Self Bow	Bow	15	3D6	
Dagger	Brawling	10	2D6+5	
Arming Sword	Sword	15	5D6	
Spear (4)	Spear	10	5D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	29	Movement	18	
Knockdown	14	Armor Points	10+6	
Major Wound	15	Current Glory	1,950	
Unconscious	7	Healing Rate	3	

HP & Wounds

CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Dame Tamura

Lord: Lady Viviane Class: Household Knight

SKILLS

- Awareness.....10
- Chirurgery.....0
- Compose.....5
- Courtesy.....7
- Dancing.....8
- Falconry.....8
- Fashion.....0
- First Aid.....8
- Flirting.....7
- Folklore.....7
- Gaming.....5
- Hunting.....10
- Intrigue.....7
- Literacy.....0
- Orate.....7
- Play (Instrument).....8
- Recognize.....7
- Religion (any).....8
- Sing.....7
- Stewardship.....5

Combat Skills

- Battle.....8
- Bow.....15
- Brawling.....10
- Charge.....12
- Crossbow.....0
- Hafted.....10
- Two-Handed Hafted.....8
- Horsemanship.....15
- Spear.....10
- Sword.....15
- Thrown Weapon.....0

Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Rouncy & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32		
HP	55	CON	15		
				JOUSTING SCORE	
				WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Self Bow, Lance, 4 Spears, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Pagan Family Heirloom (A carved wooden fetish worn around the neck; contemplating it grants a check to Spiritual every year.)

Traits

7	<input type="checkbox"/> CHASTE	<input type="checkbox"/> LUSTFUL	13
15	<input type="checkbox"/> ENERGETIC	<input type="checkbox"/> LAZY	5
10	<input type="checkbox"/> FORGIVING	<input type="checkbox"/> VENGEFUL	10
13	<input type="checkbox"/> GENEROUS	<input type="checkbox"/> SELFISH	7
15	<input type="checkbox"/> HONEST	<input type="checkbox"/> DECEITFUL	5
10	<input type="checkbox"/> JUST	<input type="checkbox"/> ARBITRARY	10
10	<input type="checkbox"/> MERCIFUL	<input type="checkbox"/> CRUEL	10
4	<input type="checkbox"/> MODEST	<input type="checkbox"/> PROUD	16
5	<input type="checkbox"/> PRUDENT	<input type="checkbox"/> RECKLESS	15
16	<input type="checkbox"/> SPIRITUAL	<input type="checkbox"/> WORLDLY	4
10	<input type="checkbox"/> TEMPERATE	<input type="checkbox"/> INDULGENT	10
10	<input type="checkbox"/> TRUSTING	<input type="checkbox"/> SUSPICIOUS	10
16	<input type="checkbox"/> VALOROUS	<input type="checkbox"/> COWARDLY	4

Passions

- Honor.....15
- Homage (Lady).....15
- Love (Family).....15
- Devotion (Diana).....10
- Station.....5
- Hospitality.....5

Squire

NAME	
AGE	SKILL 14

SESSION GLORY

Escutcheon



Heraldry: Gyronny of eight azure and or
Motto: *Faith and charity*

Name

Age: 21
Culture: Cymric
Religion: Christian
Homeland: Salisbury
Distinctive Features: Barrel-chested, rustic accent
Family Characteristic: Clodhopper



You are the son of a sergeant who served Count Roderick of Salisbury back before the Anarchy. Although not of noble blood, you have long dreamed of one day becoming a knight, and managed to serve as squire to a knight of Sarum. Now a young esquire in search of a lord, you ride forth in your father's ancient armor to make a name for yourself and earn your spurs.

Pick this knight if: You want to play a character with nothing to lose and everything to gain, someone who comes up from the humblest origins to stand amongst the greatest knights in the land.

Cadwallon



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT

YEAR

BORN 489

SQUIRED 503

KNIGHTED

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE

AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
12	12	12	15	12
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	15	5D6	
Dagger	Brawling	10	2D6+4	
Arming Sword	Sword	13	4D6	
Spear (Any)	Spear	15	4D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	12	Movement	17	
Knockdown	12	Armor Points	7+6	
Major Wound	15	Current Glory	225	
Unconscious	6	Healing Rate	3	

Cadwallon

Lord:

Class: Esquire

Skills

- Awareness.....7
- Chirurgery.....0
- Compose.....5
- Courtesy.....10
- Dancing.....6
- Falconry.....5
- Fashion.....0
- First Aid.....8
- Flirting.....7
- Folklore.....10
- Gaming.....5
- Hunting.....8
- Intrigue.....7
- Literacy.....0
- Orate.....7
- Play (Instrument).....6
- Recognize.....5
- Religion (any).....5
- Sing.....5
- Stewardship.....8

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....10
- Charge.....15
- Crossbow.....0
- Hafted.....9
- Two-Handed Hafted.....6
- Horsemanship.....15
- Spear.....15
- Sword.....13
- Thrown Weapon.....0

Traits

- 13** CHASTE | LUSTFUL **7**
- 10** ENERGETIC | LAZY **10**
- 13** FORGIVING | VENGEFUL **7**
- 10** GENEROUS | SELFISH **10**
- 10** HONEST | DECEITFUL **10**
- 13** JUST | ARBITRARY **7**
- 16** MERCIFUL | CRUEL **4**
- 13** MODEST | PROUD **7**
- 10** PRUDENT | RECKLESS **10**
- 13** SPIRITUAL | WORLDLY **7**
- 13** TEMPERATE | INDULGENT **7**
- 12** TRUSTING | SUSPICIOUS **8**
- 16** VALOROUS | COWARDLY **4**

HP & Wounds

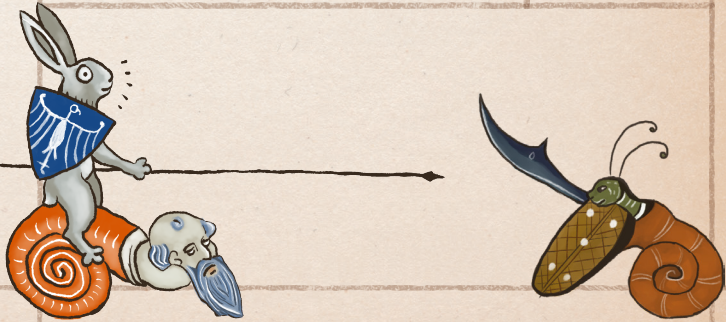
CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Horses

WARHORSE (SMALL CHARGER)				OTHER HORSES	
ARMOR	4 (Natural)	SIZ	32	Hobby horse & Sumpter	
MOVE	15	DEX	13		
DAMAGE	5D6	STR	30	JOUSTING SCORE	
HP	44	CON	12	WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Boar Spear, Lance, 4 Spears, Dagger

Armor: Haubergeon, aketon, open helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Christian Family Heirloom: (A relic, the tears of a saint; worn in a glass vial around the neck. Contemplating the relic grants a check to Spiritual every year.)

Passions

- Honor.....15
- Fealty.....10
- Love (Family).....15
- Hate (Saxons).....5
- Devotion (God).....5
- Station.....10
- Hospitality.....15

Squire

NAME	
AGE	SKILL 14
SESSION GLORY	

Escutcheon



Heraldry: Gules, a raven regardant sable
 Motto: *The White Tower shall not fall*

DAME CWENHILD

Age: 21
 Culture: Saxon
 Religion: Wodinic
 Homeland: Berroc
 Distinctive Features: Statuesque,
 loud-mouthed
 Family Characteristic: Poetic



You were born into a family from County Berroc who are part of the Saxon population there that support the Cymric lords of Logres. Your father swore fealty to King Uther, and you are part of an all-Saxon bodyguard maintained by the Sheriff of Londinium, whose domain bestrides the counties of Thamesmouth and Berroc. Though many of your relatives have converted to Christianity, you still follow the old ways.

Pick this knight if: You want to speak loudly and carry a big axe!

Dame Cwenhild



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT	DATE	GLORY

KNIGHTLY EVENT

KNIGHTLY EVENT	YEAR
BORN	489
SQUIRE	503
KNIGHTED	510
LANDED	
ROUND TABLE	
ENNOBLED	
DIED	

Passive Glory

SOURCE	AMOUNT
IDEALS	
FAIR APPEAL	
TRAITS & PASSIONS	
ESTATE GLORY	
TOTAL GLORY	

Characteristics

SIZ	DEX	STR	CON	APP
15	10	15	15	10
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Lance	Charge	12	7D6	
Seax	Brawling	12	2D6+5	
Arming Sword	Sword	12	5D6	
Spear (4)	Spear	8	5D6	
Great Axe	2H Hafted	15	7D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	30	Movement	18	
Knockdown	15	Armor Points	10+6	
Major Wound	15	Current Glory	2,040	
Unconscious	8	Healing Rate	3	

HP & Wounds

CURRENT HP

Debilited?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Dame Cwenhild

Lord: Sheriff of Londinium Class: Household Knight

SKILLS

- Awareness.....5
- Chirurgery.....0
- Compose.....8
- Courtesy.....9
- Dancing.....5
- Falconry.....5
- Fashion.....0
- First Aid.....5
- Flirting.....5
- Folklore.....7
- Gaming.....10
- Hunting.....7
- Intrigue.....5
- Literacy.....0
- Orate.....5
- Play (Instrument).....5
- Recognize.....6
- Religion (any).....5
- Sing.....8
- Stewardship.....5

Combat Skills

- Battle.....5
- Bow.....0
- Brawling.....12
- Charge.....12
- Crossbow.....0
- Hafted.....5
- Two-Handed Hafted.....15
- Horsemanship.....12
- Spear.....8
- Sword.....12
- Thrown Weapon.....0

Horses

WARHORSE (LARGE CHARGER)				OTHER HORSES	
ARMOR	6 (Natural)	SIZ	43	Large rouncy & 2 Sumpters	
MOVE	17	DEX	13		
DAMAGE	7D6	STR	15		
HP	58	CON	15		
				JOUSTING SCORE	
				WINS	LOSSES

EQUESTRIAN NOTES

Large chargers are a rare breed

Equipment

Weapons: Arming Sword, Lance, Great Axe, Seax

Armor: Mail hauberk, aketon, nasal helm + kite shield*

* The kite shield imposes a -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Silver Arm Ring, worth £1)

Traits

10	<input type="checkbox"/> CHASTE	<input type="checkbox"/> LUSTFUL	10
16	<input type="checkbox"/> ENERGETIC	<input type="checkbox"/> LAZY	4
7	<input type="checkbox"/> FORGIVING	<input type="checkbox"/> VENGEFUL	13
13	<input type="checkbox"/> GENEROUS	<input type="checkbox"/> SELFISH	7
10	<input type="checkbox"/> HONEST	<input type="checkbox"/> DECEITFUL	10
10	<input type="checkbox"/> JUST	<input type="checkbox"/> ARBITRARY	10
10	<input type="checkbox"/> MERCIFUL	<input type="checkbox"/> CRUEL	10
6	<input type="checkbox"/> MODEST	<input type="checkbox"/> PROUD	14
5	<input type="checkbox"/> PRUDENT	<input type="checkbox"/> RECKLESS	15
7	<input type="checkbox"/> SPIRITUAL	<input type="checkbox"/> WORLDLY	13
5	<input type="checkbox"/> TEMPERATE	<input type="checkbox"/> INDULGENT	15
10	<input type="checkbox"/> TRUSTING	<input type="checkbox"/> SUSPICIOUS	10
16	<input type="checkbox"/> VALOROUS	<input type="checkbox"/> COWARDLY	4

Passions

- Honor.....15
- Homage (Lord).....15
- Love (Family).....15
- Devotion (Wodin).....5
- Station.....10
- Hospitality.....15

Squire

NAME	
AGE	SKILL 14

SESSION GLORY

Escutcheon



Heraldry: Purpure, a chi-ro gules on a quarter argent

Motto: *The eagle and the lamb*

SIR ASTERIUS

Age: 21

Culture: Greek

Religion: Christian

Homeland: Syria

Distinctive Features: Charming accent, dark eyes, clean-shaven

Family Characteristic: Well-Bred



orn in the city of Aleppo, you squired at the golden courts of Constantinople, where you learned about the world. Upon achieving knighthood, the Emperor dispatched you to far-distant Britannia with orders to observe and report on the people there. Having arrived in this dismal, war-torn land, you are beginning to suspect this may have been intended more as a punishment for some imagined slight rather than the plum assignment you took it to be at first...

Pick this knight if: You enjoy playing strangers in a strange land.

Sir Asterius



History & Events

CURRENT GAME YEAR

IMPORTANT EVENT DATE GLORY

KNIGHTLY EVENT YEAR

BORN	489
SQUIRED	503
KNIGHTED	509
LANDED	
ROUND TABLE	
ENNOBLED	
DIED	

Passive Glory

SOURCE AMOUNT

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZ	DEX	STR	CON	APP
11	13	12	14	15
ATTACKS				
WEAPON	SKILL	VALUE	DAMAGE	
Two-handed Lance	Charge	15	8D6	
Dagger	Brawling	10	2D6+4	
Arming Sword	Sword	15	4D6	
HEALTH		OTHER		
STATISTIC	VALUE	STATISTIC	VALUE	
Hit Points	25	Movement	18	
Knockdown	11	Armor Points	10+6	
Major Wound	14	Current Glory	2,200	
Unconscious	6	Healing Rate	3	

Sir Asterius

Lord: Emperor Anastasius Class: Household Knight

Skills

- Awareness.....8
- Chirurgery.....0
- Compose.....5
- Courtesy.....12
- Dancing.....7
- Falconry.....5
- Fashion.....0
- First Aid.....7
- Flirting.....10
- Folklore.....10
- Gaming.....5
- Hunting.....8
- Intrigue.....13
- Literacy.....3
- Orate.....12
- Play (Instrument).....7
- Recognize.....5
- Religion (any).....6
- Sing.....5
- Stewardship.....5

Combat Skills

- Battle.....8
- Bow.....0
- Brawling.....10
- Charge.....15
- Crossbow.....0
- Hafted.....7
- Two-Handed Hafted.....10
- Horsemanship.....15
- Spear.....14
- Sword.....15
- Thrown Weapon.....0

HP & Wounds

CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

AGGRAVATION DAMAGE

DETERIORATION DAMAGE



Horses

WARHORSE (CHARGER)				OTHER HORSES	
ARMOR	5 (Natural)	SIZ	40	Araby courser & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32		
HP	55	CON	15		
				Jousting Score	
				WINS	LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Two-handed Lance, Dagger

Armor: Scale hauberk, aketon, nasal helm + target shield

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

KONTOS (TWO-HANDED LANCE)

WEAPON SKILL	MOUNTED/UMOUNTED	DAMAGE	ADVANTAGE	DISADVANTAGE
Charge	Mounted	Horse +2D6	Gain a +5 bonus against anyone not armed with a kontos (including all other lances!).	Requires two hands; breaks on any odd Damage roll; the kontos is useless in against any Melee Action made at closer than Long distance, giving the opponent an unopposed roll.

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: £1D6 in Roman gold

Traits

13	<input type="checkbox"/> CHASTE	<input type="checkbox"/> LUSTFUL	7
15	<input type="checkbox"/> ENERGETIC	<input type="checkbox"/> LAZY	5
10	<input type="checkbox"/> FORGIVING	<input type="checkbox"/> VENGEFUL	10
13	<input type="checkbox"/> GENEROUS	<input type="checkbox"/> SELFISH	7
10	<input type="checkbox"/> HONEST	<input type="checkbox"/> DECEITFUL	10
13	<input type="checkbox"/> JUST	<input type="checkbox"/> ARBITRARY	7
13	<input type="checkbox"/> MERCIFUL	<input type="checkbox"/> CRUEL	7
13	<input type="checkbox"/> MODEST	<input type="checkbox"/> PROUD	7
16	<input type="checkbox"/> PRUDENT	<input type="checkbox"/> RECKLESS	4
13	<input type="checkbox"/> SPIRITUAL	<input type="checkbox"/> WORLDLY	7
10	<input type="checkbox"/> TEMPERATE	<input type="checkbox"/> INDULGENT	10
7	<input type="checkbox"/> TRUSTING	<input type="checkbox"/> SUSPICIOUS	13
16	<input type="checkbox"/> VALOROUS	<input type="checkbox"/> COWARDLY	4

Passions

- Honor.....15
- Homage (Lord).....15
- Love (Family).....10
- Devotion (God).....10
- Station.....15
- Hospitality.....10

Squire

NAME	
AGE	SKILL 14

SESSION GLORY